COLECO VISION™

Guide No. 91760

CARTRIDGE INSTRUCTIONS

DONKEY KONG JUNIOR™

by Nintendo™

- One or two players
- Select from four skill levels

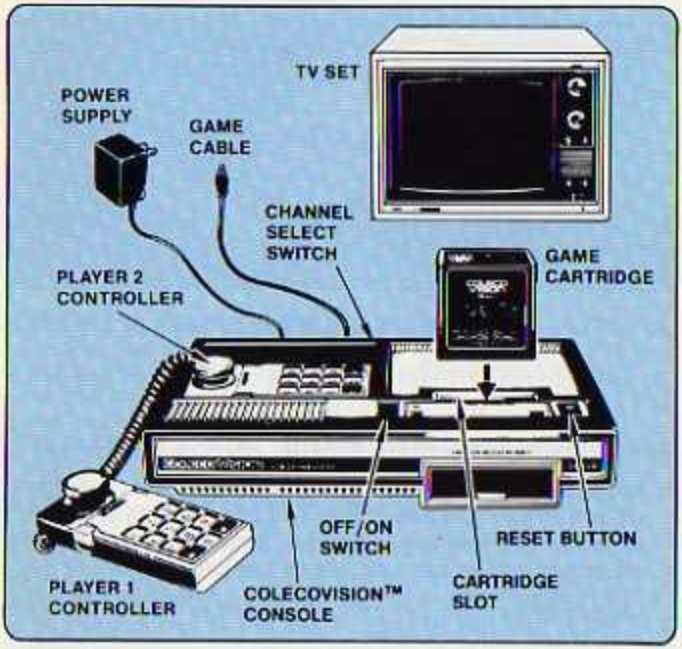
Plays like the DONKEY KONG, JR.™ arcade game!

COLECO

GAME DESCRIPTION

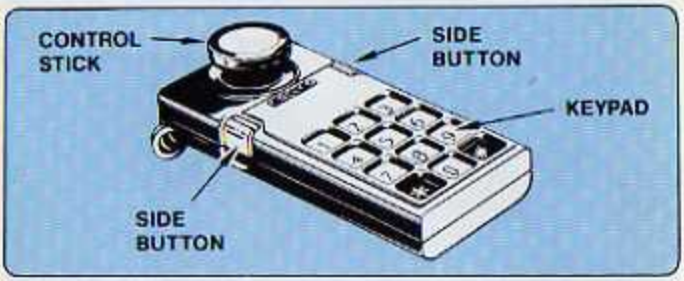
Mario™ has locked up Papa Donkey Kong™, and Junior must hurry through a treacherous jungle to free him. Racing against time, Junior climbs and swings across vines and avoids dangerous creatures, all to reach a flashing key to release his Papa. If Junior succeeds at this mission, the scene changes. Junior must push keys to the top of long chains, once again avoiding clever opponents. If he completes this test, he must climb the vines again — this time it's tougher! Then he arrives at the high-flying jump board mission. Can you help Junior save his father?

GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to TV and power supply is plugged into the console. Then plug the power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to the same channel as the Channel Select Switch on the console.
- To play one-player DONKEY KONG, JR.,™ use the controller in Port 1 (the rear jack). To play two-player DONKEY KONG, JR.,™ use both controllers.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE REMOVING OR INSERTING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



NOTE: For a one-player game, use the controller plugged into Port 1. For a two-player game, Player 1 uses the controller plugged into Port 1; Player 2 uses the controller plugged into Port 2.

Using Buttons and Control Stick for DONKEY KONG, JR.™

1. **Keypad:** Keypad Buttons 1-8 allow you to select the Game Option you want to play. Pressing * after a game allows you to replay the same Game Option; pressing # after a game allows you to return to the Game Option screen.

2. **Control Stick:** The Control Stick controls most of Junior's movement on the screen.

   Climbing:
   If Junior is on a vine or chain, pushing the Control Stick up causes Junior to climb up. Pushing the Control Stick down causes Junior to climb or slide down a vine or chain. If Junior is on a vine or chain, pushing the Control Stick left or right makes Junior swing from vine to vine or chain to chain.

   Running:
   If Junior is standing, pushing the Control Stick left or right causes him to run left or right.

3. **Side Buttons:** Pushing either Side Button causes Junior to jump. If Junior is standing still when a Side Button is pressed, he makes a standing jump. If Junior is running when a Side Button is pressed, he makes a running jump. In the Jump Board screen, Junior can make a running jump to the Jump Board. If you press a Side Button just as Junior touches the board, he can make a super jump.

HERE'S HOW TO PLAY

NOTE: If you are playing a two-player game, players take turns. Player 1 begins, and each turn lasts until the player's Junior is eliminated.

STEP 1: Choose your challenge.

Press the Reset Button. The Title screen appears on your TV. Wait for the Game Option screen to appear. It contains a list of game options, numbered 1-8. Select one by pressing the corresponding number button on either controller keypad.

STEP 2: Start climbing.

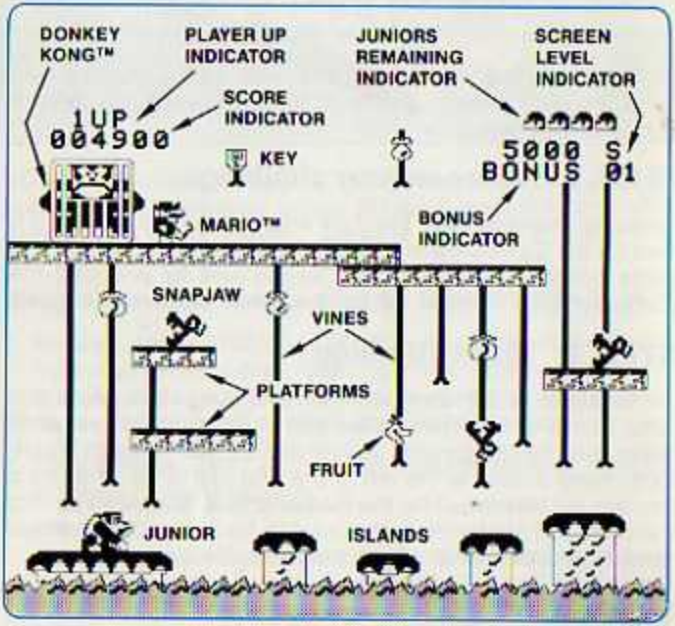
Junior starts in the lower left corner of the jungle. Make him jump to one of the vines above him. Junior climbs two vines faster than he climbs one. But he can't climb through a platform. Keep Junior to the left of the first platforms, then help him run on! Watch out for the Red and Blue Snapjaws pacing the vines and platforms as they search for Junior. Touch a fruit directly above them to knock them out of play.

STEP 3: Capture the key.

Junior must capture the flashing key in the upper center of the screen, but Mario™ sends Snapjaw after Snapjaw to try to stop him. Make Junior run, jump and climb to the highest platform. Leap over the Snapjaws for points. If you miss the key and fall onto Mario™, your Junior is eliminated, and a new Junior must start all over again.

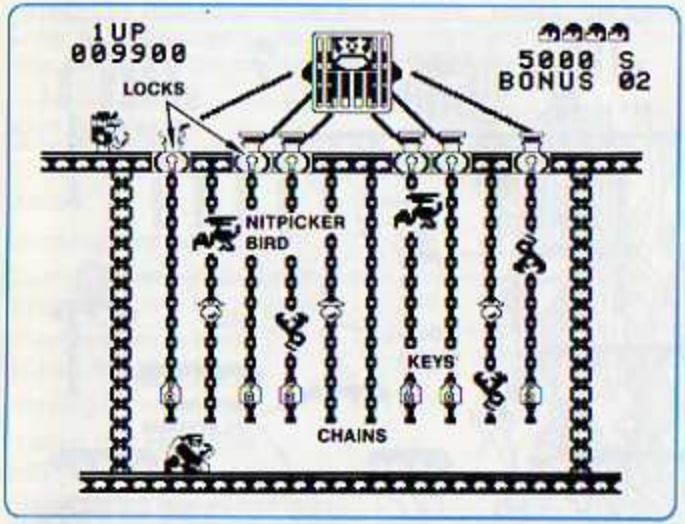
STEP 4: Bonus!

While you're climbing, the Bonus Timer is counting. When you reach the flashing key, the number appearing in the Bonus Timer is added to your score. But time can work against you. If Junior fails to capture the key by the time the bonus runs out, he is eliminated. A warning buzzer sounds when time gets short.



STEP 5: Chain champ.

Now that you've captured the key, go on to the next mission. Junior must push keys up long chains into locks to free his Papa. The Snapjaws still chase Junior. But Mario™ has a new trick, too: sending Nitpicker birds after Junior! These swoop down from Mario's™ platform to catch Junior on the chains. Don't let the Nitpickers get Junior. And remember the biting Snapjaws.



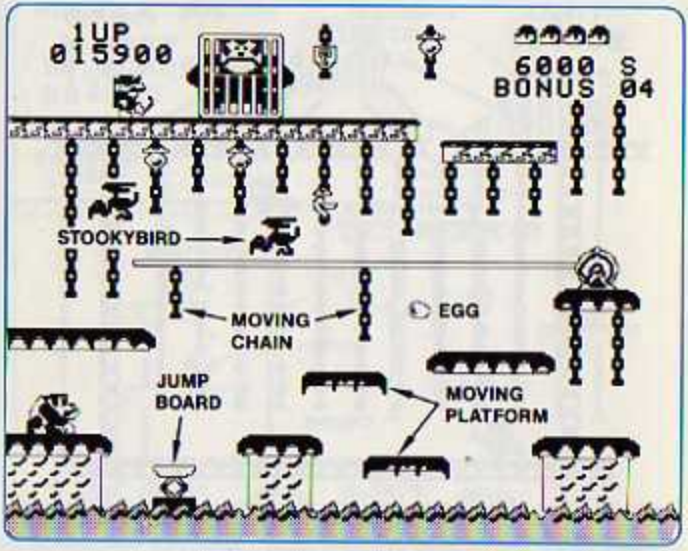
STEP 6: Second time around.

So you think you're pretty clever? Surprise! It's time to climb the vines again — with more opponents to chase Junior.

STEP 7: Bounce right, bounce high!

Finally, after your success on the second vine mission, it's time for the incredible jump board challenge!

Again Junior starts in the lower left corner. But this time he must jump onto a jump board to begin his mission. Press the jump button when Junior touches the board. If Junior bounces just right, he performs a super jump! Try to land on a moving platform, then jump to a moving chain. Don't slam Junior's head on a platform; that will hurt him!



STEP 8: Birds and eggs.

Beware of the Stookybirds as you climb around the chain conveyer. In Skill Levels 2-4, Stookybirds drop eggs to eliminate your struggling Junior. Climb above the birds and eliminate them with fruit. Swing to the far right to reach the highest platform. Then try for the key. If Junior falls, he can grab a chain or bounce off the jump board. Then try, try again!

STEP 9: One more time!

The jungle action gets wilder and wilder. The missions repeat, but each time, they're harder! How good are you?

STEP 10: Starting over.

Press * to replay the DONKEY KONG, JR.™ Game Option that you have been playing. Or press # to go back to the Game Option screen.

NOTE: The Reset Button on the console "clears" the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

SCORING

Action	Points
Jumping over an opponent	100
Jumping over two or more opponents in a single jump	300
Placing a key in a lock (Chain Mission)	200
Picking a fruit	400
Falling fruit eliminates opponent	800
Same falling fruit eliminates second opponent	1200
Same falling fruit eliminates third or fourth opponent	1600

Bonus Points

When you complete a mission, the Bonus Timer stops. The time remaining is added to your score.

Bonus Juniors

You earn a bonus Junior when your score reaches 10,000 points.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing DONKEY KONG, JR.™, but it is only the beginning! You will find that this cartridge is full of special features that make DONKEY KONG, JR.™ exciting every time you play. Experiment with different techniques — and enjoy the game!

90 DAY LIMITED WARRANTY

Coleco warrants to the original consumer in Canada that each video game cartridge it manufactures shall be free from factory defects in material and workmanship for 90 days from the date of purchase under normal in-house use.

If your cartridge fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid and insured with your name, address, proof of the date of purchase and a brief description of the problem to COLECO (CANADA) LIMITEE, Customer Service — Electronics, 4000 St. Ambroise, Montreal, Quebec, Canada H4C 2C8.

If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised in advance of repair costs.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station and Coleco shall in no event be liable for incidental, consequential contingent or any other damages. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

The warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

Please read the Owner's Manual carefully before using the product. If a malfunction occurs, please refer to the troubleshooting checklist in the Owner's Manual for your video system.

SERVICE POLICY

If your cartridge requires service after expiration of the 90 DAY LIMITED WARRANTY period, Coleco will service the cartridge and put it in working condition or replace it with a reconditioned unit (at our option) on receipt of your cartridge, postage prepaid and insured with your cheque in the amount of $15.00 payable to COLECO (CANADA) LIMITEE.

Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the cartridge. If the cartridge is found to have been consumer damaged or abused, then you will be advised in advance of repair costs.

Please allow 4 to 6 weeks for repair and return.

All returns must be directed to:

COLECO (CANADA) LIMITÉE
Customer Service — Electronics
4000 St. Ambroise
Montreal, Quebec,
Canada H4C 2C8

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